£3.99
€6.50

FORTNIGHTLY

THE LORD OF THE RINGS™

BATTLE GAMES in Middle-earth™

30

THE URUK-HAI ASSAULT THE GREAT HALL!

DeAGOSTINI
GAMES WORKSHOP®

NEW LINE CINEMA
A Time Warner Company

THE LORD OF THE RINGS™

BATTLE GAMES in Middle-earth™

30

Guide to Middle-earth™ 1

Learn about the Uruk-hai Berserkers – these fearsome warriors lead the attack on Helm's Deep.

Playing the Game 2-5

Discover the rules for breaching the walls, towers, gates and doors of a fortress.

Battle Game 6-13

In the first part of our latest Battle Report, King Théoden desperately tries to hold the gatehouse of Helm's Deep against the Uruk-hai attackers.

Painting Workshop 14-15

Paint your metal Uruk-hai Berserker model, complete with blood smears and fine details.

Modelling Workshop 16-21

Build the keep for your model castle – an impressive centrepiece, complete with interior details.

www.the-ring.net

HOW TO SUBSCRIBE

UK & REPUBLIC OF IRELAND
(Payment in £ Sterling or € in Republic of Ireland)
Customer Services: If you have any queries about *Battle Games in Middle-earth*, please telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week).
Subscriptions: You can arrange to have your packs sent direct to your door at no extra cost (UK only; £1.00 / €2.00 p&p for Republic of Ireland). For details, telephone 08707 299 399, fax 08706 060 447 (24 hours, 7 days a week) or go to www.deagostini.co.uk.
Credit/debit card orders accepted.
Back Copies: These can be ordered from your newsagent. Alternatively, telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week), or write to:
Battle Games in Middle-earth, Back Copies Department,
De Agostini UK Ltd, PO Box 600, Hastings TN35 4TJ.
Credit/debit card orders accepted. When ordering, please enclose:
1. Your name, address and postcode.
2. The pack number(s) and number of copies required.
3. Payment of the cover price plus 50p / €1.00 per copy p&p.
Make cheques payable to De Agostini UK Ltd.
Binders: Please telephone 08707 299 399, or fax 08706 060 447 (24 hours a day, 7 days a week).

AUSTRALIA
Subscriptions: Telephone (03) 9872 4000, fax (03) 9873 4988, write to: *Battle Games in Middle-earth*, Bissett Magazine Service, PO Box 460, Eastern MC, VIC 3110, or visit www.deagostini.com.au.
E-mail: bissett@bissettmags.com.au
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (03) 9872 4000, or write to: *Battle Games in Middle-earth*, Back Copies Department, PO Box 460, Eastern MC, VIC 3110. Please enclose payment of the cover price plus $1.65 inc. GST per pack p&h.
Back copies subject to availability
E-mail: bissett@bissettmags.com.au
Binders (for newsagent customers): Telephone (03) 9872 4000, or fax (03) 9873 4988.

NEW ZEALAND
Subscriptions: Telephone (09) 308 2871, fax (09) 302 7661, or write to: *Battle Games in Middle-earth*, Private Bag 47-906, Ponsonby, Auckland, or visit www.deagostini.co.nz.
E-mail: netlink@ndcnz.co.nz
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (09) 308 2871, or write to:
Battle Games in Middle-earth, Back Copies Department, Netlink Distribution Co, Private Bag 47-906, Ponsonby, Auckland. Please enclose payment of the cover price plus $1.50 per pack p&h.
Back copies subject to availability.
Binders: Please telephone (09) 308 2871

SOUTH AFRICA
Subscriptions: Telephone (011) 265 4304,
fax (011) 314 2984, write to: *Battle Games in Middle-earth*, Jacklin Enterprises,PO Box 11, Centurion 0046 or visit www.deagostini.co.za
E-mail (orders): subscribe@jacklin.co.za
(customer services): service@jacklin.co.za
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (011) 309 1900 or (011) 248 3500, or write to: *Battle Games in Middle-earth*, Back Copies Department, Republican News Agency, PO Box 101, Maraisburg, Gauteng 1700. Please enclose payment of the cover price plus 2 Rand per pack p&h.
Back copies subject to availability
Binders: Please telephone (011) 265 4304

MALTA
Back Copies: These can be ordered from your newsagent.

All orders subject to availability.

Visit the De Agostini website at:
UK: www.deagostini.co.uk
AUS: www.deagostini.com.au
SA: www.deagostini.co.za
NZ: www.deagostini.co.nz

Visit the Games Workshop website at:
www.games-workshop.com

© MMIV New Line Productions, Inc. All Rights Reserved. *"The Lord of The Rings"* and the names of the characters, items, events and places therein, are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Games Workshop & the Games Workshop logo are trademarks of Games Workshop Ltd.

Brought to you by De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD.

Managing Editor: Ally Bryce
Senior Product Manager: Susan Bolsover
Production Controller: Mark Sanders-Barwick

ISBN 0 7489 6468 1 N30 04 03 17 Printed in Italy.

Editorial and design:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

Design Manager: Rowland Cox
Editor: Graham Davey
Layout: Darius Hinks, Peter Borlace
Content: Darron Bowley, Mark Latham, Richard Morgan,
Alessio Cavatore & Rick Priestley

No part of this product may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line.

British Cataloguing-in-Publication Data:
A catalogue record for this product is available from the British Library.

Tools and materials suggested for use may be dangerous if used incorrectly and Games Workshop does not recommend them for children under 16 without adult supervision.

DeAGOSTINI
GAMES WORKSHOP®
Visit: www.lordoftherings.net
America Online Keyword: Lord of the Rings
NEW LINE CINEMA
A Time Warner Company
Join THE LORD OF THE RINGS OFFICIAL FAN CLUB
1-800-451-6381
www.lotrfanclub.com

Uruk-hai Berserker™

The ferocious assault on Helm's Deep continues with an all–out attack against the gatehouse. There the Uruk–hai unleash their shock troopers – the fearsome Berserkers. These manic warriors know no fear and live only for slaughter.

'Legolas,
stop him!
Kill him!'

ARAGORN™

First to be thrown into combat against the defenders of Helm's Deep are the Uruk-hai Berserkers. These blood-crazed warriors are so maddened with battle rage that they fear no enemy. They do not feel pain and tenaciously fight on despite wounds that would fell a lesser warrior. Brutally swinging their vicious great-swords, their job is to carve a foothold on the walls, allowing the rest of the Uruk-hai force to storm up in their wake. The insane bravery of a Berserker also makes him the perfect tool to detonate the sorcerous demolition charge of Saruman and breach the Deeping Wall. This allows the Uruk-hai to swarm past the defenders and begin the main assault on the keep itself.

In this Pack's Playing the Game, we present the rules for attacking and battering down fortress walls. Also, we introduce the first part of a Battle Report that will decide who will win our siege campaign. Painting Workshop shows you how to paint your Berserker model in all its gory detail, and finally, in Modelling Workshop, you can create a keep that forms a bastion for your siege defences.

▲ FEARSOME TARGET
Legolas tries to stop the Berserker before he can wreak destruction.

The Fortress

If attempts to scale the walls with ladders fail, a commander must resort to breaking into a fortress physically. However, the various parts of a castle are heavily fortified and it is no mean feat to destroy a heavy gate, tower or wall.

◄ THE DEEPING WALL

Saruman's demolition charge rends a gaping hole in the Deeping Wall.

Attacking the actual fortress structure is incredibly difficult for warriors in a siege. Fortresses are designed to withstand vast amounts of punishment before they fall. For this reason, attacking armies usually rely on mighty war machines or hulking beasts such as Trolls to break down walls and gates for them. This section includes all the rules for breaking down and smashing apart the fortress, including doors, gates, walls and towers. In Pack 31's Playing the Game you will learn the rules for using siege weaponry to make your attacks on the castle even more effective.

Attacking the Fortress

A warrior can attack a fortress just as he would attack an enemy – by moving into touch with it. Obviously, stone walls and towers are much too tough for a normal warrior to damage, but the doors and gates of the fortress are more vulnerable. As a piece of scenery cannot fight back, the attacker automatically inflicts a single strike on it, regardless of the number of attacks on his profile. If the attacker is engaged by enemy models, the fight is worked out as normal. If the warrior wins the fight he can direct a single attack on the fortress instead of attacking his enemies.

Damaging the Fortress

Roll a dice on the Wound chart as normal, using the Defence values given on pages 4 and 5, to see if the strike causes any damage. If it does, then roll a dice and consult the Battering chart. Instead of wounds, different parts of a fortress have a number of Batter points. When doors and gates lose their final Batter point they are simply destroyed, however larger structures may become unstable and collapse before losing their last Batter point. The full statistics for fortress components are given on pages 4 and 5.

BATTERING CHART

DICE	RESULT
1	No effect – Your blow rebounds uselessly from the hard surface.
2-5	Damaged – You have damaged the target and score 1 Batter point on it.
6	Broken in – The target is badly damaged and suffers 2 Batter points (strikes with a Strength of 10 cause 4 Batter points of damage, not 2).

Stone Walls and Towers

It is obviously very hard to damage stone walls, towers and similar fortress components, so only attacks from an enemy with a Strength value of 10 can harm a stone wall or tower. This means that only the most powerful blows from a monster or war engine can damage a stone fortification. When attacking stone walls and towers, the Wound chart is not used. Instead, a dice roll of 5 or 6 is required to earn a roll on the Batter chart. Remember that strikes with a Strength of 10 cause 4 Batter Points damage, not 2, on the roll of a 6 on the Batter chart.

➤ MIGHTY BLOW!

Treebeard is one of the few creatures strong enough to attack a fortress wall. After getting a 5 or 6 he may roll on the Batter chart.

Collapsing Walls and Towers

Once any wall or tower has suffered damage, there is a chance that it may subsequently collapse. To represent this, roll a dice at the start of every turn. If the roll is higher than the number of Batter Points remaining on the wall or tower, it will collapse. This means that a wall or tower with 6 or more Batter Points remaining will never collapse, whereas it will always collapse if it has no Batter Points left.

If possible, replace the wall or tower model with a collapsed version – otherwise, either remove the wall section altogether, or use a piece of black card roughly 30cm/12" wide to represent the gap. If there are any warriors on the ramparts, they are pitched to the ground and take the usual damage for falling (see Pack 6). When a structure collapses, all the area around becomes covered in rubble (or wooden debris in the case of a palisade). Place some rocks or suitable material in the space where the wall or tower stood and within 2cm/1", to represent the difficult terrain. Any models within 2cm/1" of the collapsing structure will suffer an automatic Strength 3 hit.

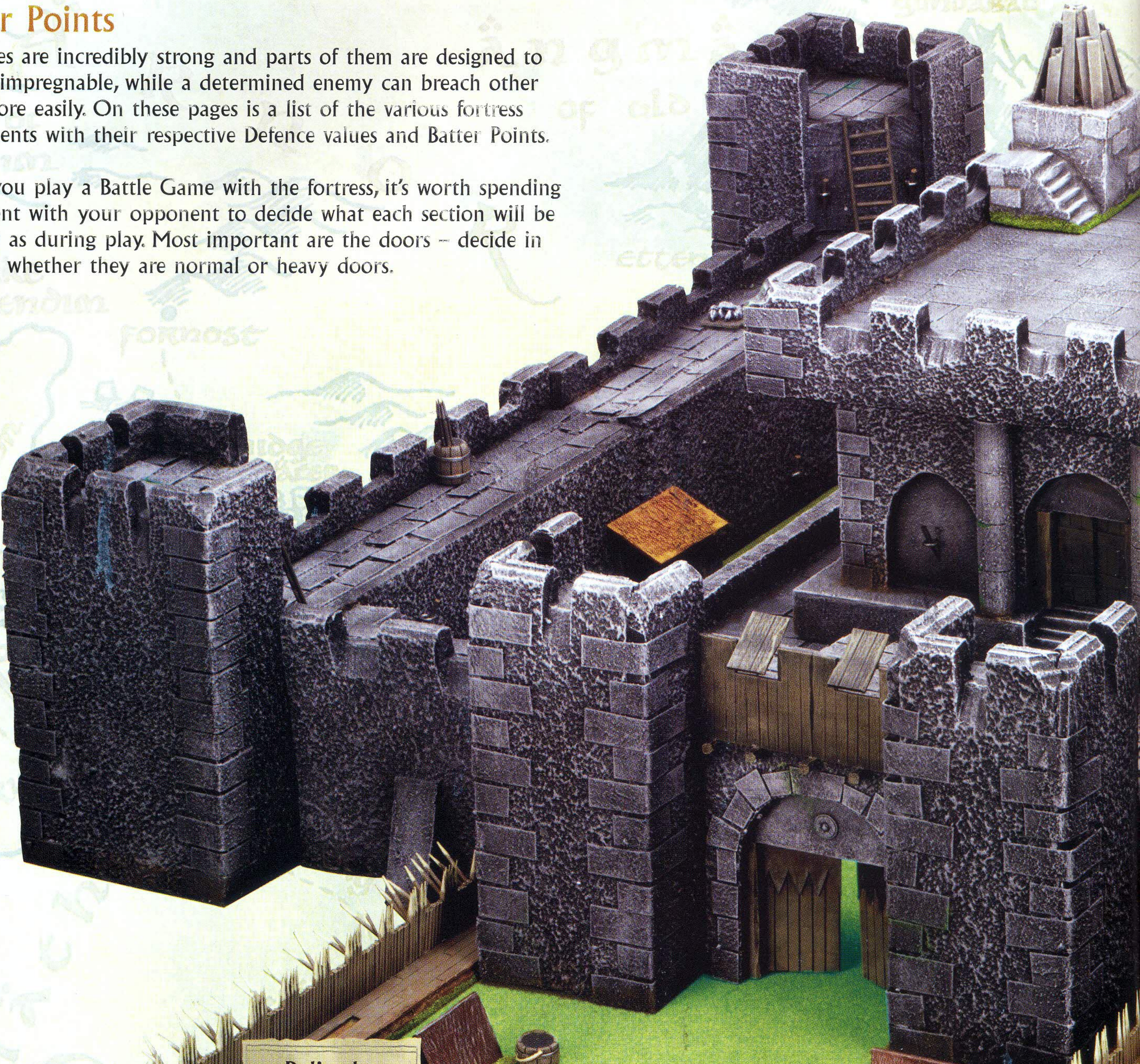
➤ COLLAPSED WALL

Once the wall has less than 6 Batter Points, it may collapse. Then the Orcs will take falling damage and Treebeard will take a Strength 3 hit.

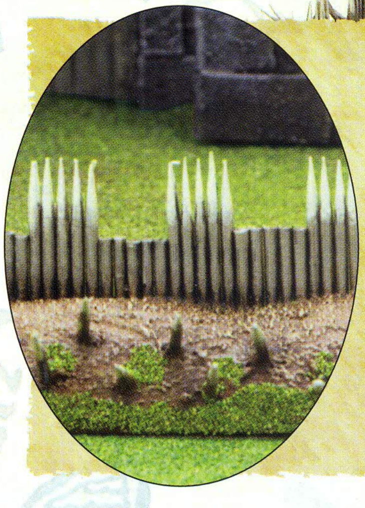
Batter Points

Fortresses are incredibly strong and parts of them are designed to be near-impregnable, while a determined enemy can breach other parts more easily. On these pages is a list of the various fortress components with their respective Defence values and Batter Points.

Before you play a Battle Game with the fortress, it's worth spending a moment with your opponent to decide what each section will be counted as during play. Most important are the doors – decide in advance whether they are normal or heavy doors.



Palisades



Wooden palisades are normally used in temporary fortifications, being quick to build, but not incredibly strong. Sometimes they are reinforced by wooden towers, which offer a moderate degree of stability and security.

	D	BATTER POINTS
Palisade Wall	10	10
Wooden Tower	10	14

Fortress Walls

The walls of a stronghold are massively thick and can withstand a great deal of damage. Only the most powerful foes and engines of war can harm them.

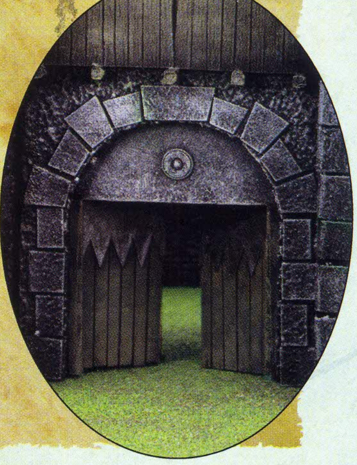
	D	BATTER POINTS
Stone Wall	-	12

Special Rules: Fortress walls can only be harmed by strikes with a Strength value of 10 (see pg3).

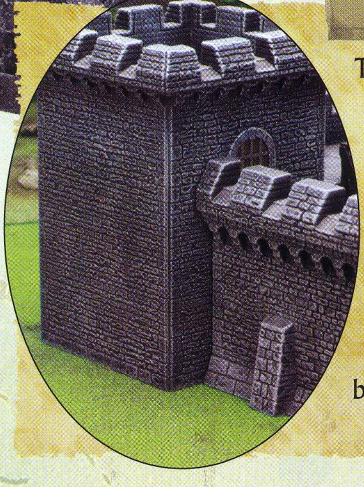
Doors and Gates

While ordinary doors are fairly flimsy, those within a fortress are often heavy and reinforced with bronze or steel. The fortress gate itself is designed to withstand battering rams and is very strong.

	D	BATTER POINTS
Door	6	2
Heavy Door	8	2
Fortress Gate	10	3



Fortress Towers



Towers are strongpoints in a castle's defence and as such are afforded even greater strength than stone walls. Only the most determined foe would try to topple a stone tower.

	D	BATTER POINTS
Stone Tower	-	16

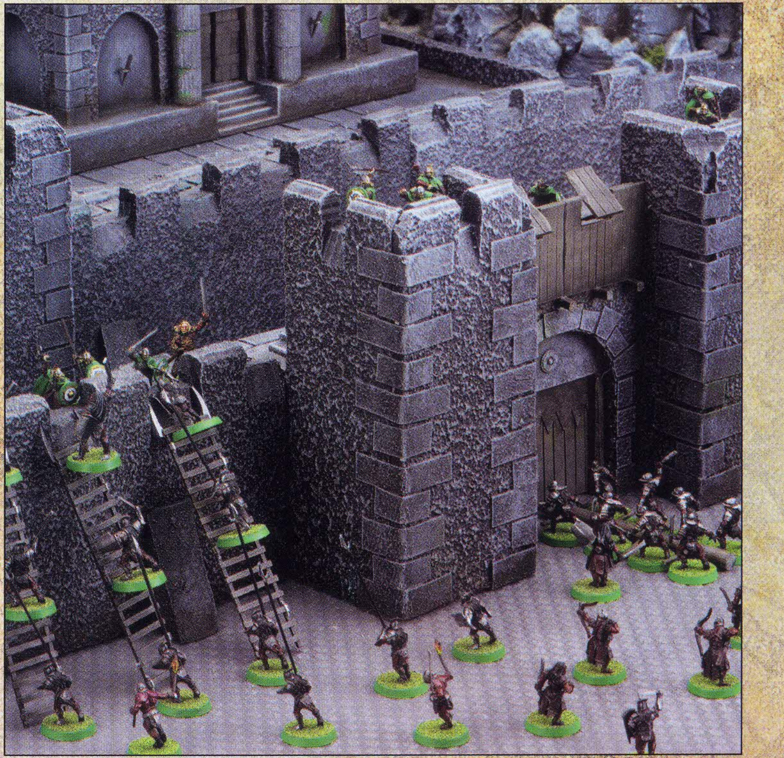
Special Rules: Stone towers can only be harmed by strikes with a Strength value of 10 (see pg3).

Retreat to the Hall

In this Gaming Pack, we present the final scenario in our ongoing siege campaign as a Battle Report. Here, we follow the fortunes of Richard and Mark as they fight out the exciting 'Retreat to the Hall' game.

At Helm's Deep, the Deeping Wall has been breached with the aid of Saruman's fell sorcery. The Uruk-hai can concentrate their attack on the gatehouse and attempt to bring down its doors. If they can do this, the fortress is theirs for the taking, forcing Théoden to retreat into the keep itself. Théoden must hold back the invaders threatening his lands, but his position looks bleak. However, if Aragorn can keep the King safe until dawn, when Gandalf is due to arrive, then there is still a slim hope of victory for the Rohirrim. If the Uruk-hai overwhelm Helm's Deep, then Saruman's army will be free to wreak their havoc across Rohan.

In this, the fourth Battle Report presented in *Battle Games in Middle–earth,* Richard and Mark will be sharing with us their exploits in this exciting Battle Game. They have chosen this game to be the end of their campaign and therefore decide the winner. Having only scored one win in the first game, Richard needs a victory here or Mark will be the campaign's winner.



➤ BRUTE FORCE

The gate cannot withstand the determined Uruk–hai, as they concentrate their force against the Gatehouse.

THE COMBATANTS

For this Battle Game, the Good player will need the Théoden model from Pack 29, the card Gamling figure from Pack 1 and all 12 Warriors of Rohan from Pack 7. In addition to these, he will need models for the surviving Heroes from Pack 29's Battle Game. The Evil player will need three Uruk-hai Captains, three Uruk-hai Berserkers, eight Uruk-hai siege troops carrying a battering ram, four Uruk-hai archers and 20 Uruk-hai carrying five siege ladders between them. You can use your Lurtz and Uglúk models to represent the extra two Uruk-hai Captains.

➤ THÉODEN

The King stands ready to defend his people.

➤ HERO OF ROHAN

A card figure of Gamling came with Pack 1.

CHARACTER PROFILES

	F	S	D	A	W	C	Move	M	W	F
Théoden	5/-	4	6	2	2	5	14cm/6"	2	0	2
Gamling	4/-	4	6	2	2	4	14cm/6"	2	1	1
Warrior of Rohan	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Aragorn	6/-	4	6	3	3	6	14cm/6"	3+1	3	3
Legolas	6/3+	4	4	2	2	6	14cm/6"	3	2	2
Gimli	6/4+	4	8	2	2	6	14cm/6"	3	2	2
Haldir	6/3+	4	5	2	2	5	14cm/6"	3	1	1
Elven Warrior	6/3+	3	4	1	1	5	14cm/6"	-	-	-
Uruk-hai Captain	5/4+	4	5 (6)	2	2	4	14cm/6"	2	1	1
Uruk-hai Berserker	4/-	4	6	2	1	8	14cm/6"	-	-	-
Uruk-hai Warrior	4/4+	4	5 (6)	1	1	3	14cm/6"	-	-	-

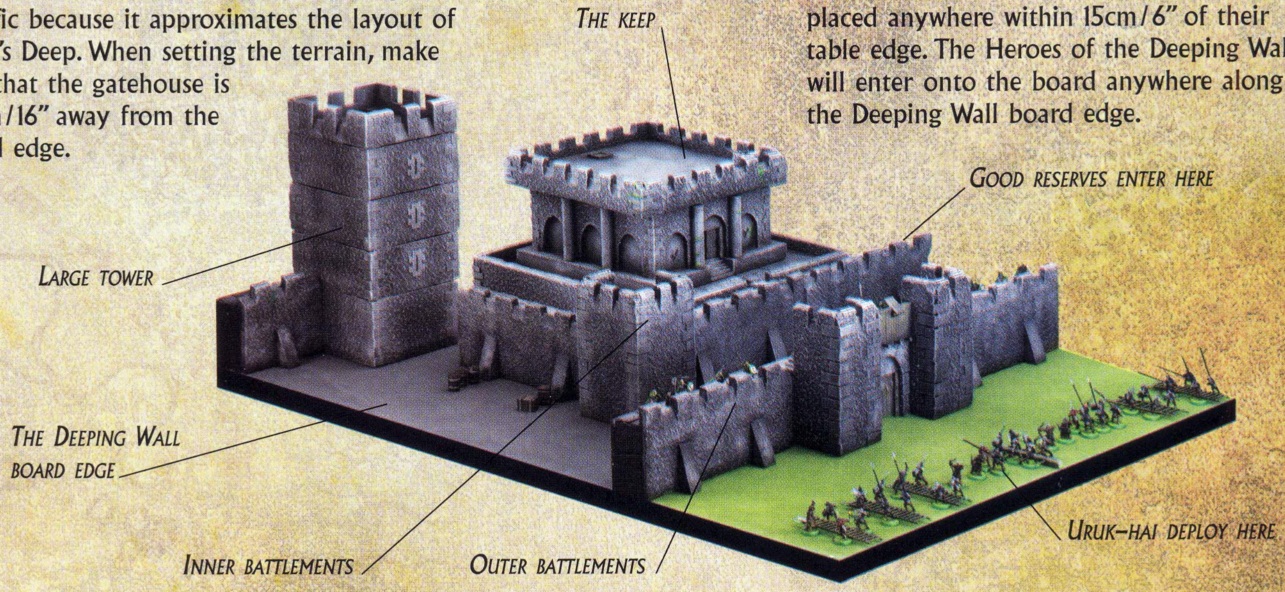
NB. All models are armed and armoured as depicted on the model. Aragorn does not have his bow but is wearing armour. Gamling does not have the Royal Standard of Rohan.

The Gaming Area

This game is played on a 120cm/4' by 90cm/3' board. Arrange your castle wall sections as shown here. This board set-up is specific because it approximates the layout of Helm's Deep. When setting the terrain, make sure that the gatehouse is 40cm/16" away from the board edge.

Deployment

Théoden, Gamling and all the Warriors of Rohan can be placed anywhere along the outer battlements. All the Uruk-hai are placed anywhere within 15cm/6" of their table edge. The Heroes of the Deeping Wall will enter onto the board anywhere along the Deeping Wall board edge.


THE KEEP
GOOD RESERVES ENTER HERE
LARGE TOWER
THE DEEPING WALL BOARD EDGE
URUK-HAI DEPLOY HERE
INNER BATTLEMENTS
OUTER BATTLEMENTS

Scenario Special Rules

Endless Horde

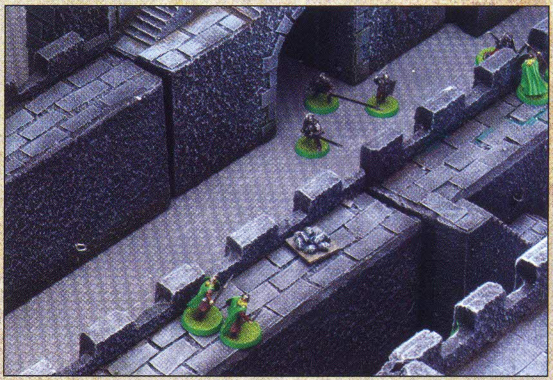
There are 10,000 Uruk-hai assaulting Helm's Deep. In this game, to represent the nearly endless supply of attackers, any Uruk-hai model that is removed from play having been killed, can re-enter the board at the start of the next turn. At the beginning of the game, this replacement model starts at the edge of the attacker's side of the board and can move as normal. Once the gate is breached, or from turn 10 – whichever happens first – models re-enter play from anywhere along the Deeping Wall board edge. Models cannot charge in the turn they enter play.

➤ THE DEFENCES ARE BREACHED

Once the gate has been destroyed, dead Uruk models re–enter play from the Deeping Wall board edge.

Reserves

Théoden is an experienced commander and knows the value of keeping some troops in reserve. In this Battle Game, any Warrior of Rohan model that is killed can re-enter play along the inner battlements. From there, they can move to help their King. The archers can also re-enter play inside the large tower.



➤ BRING ON THE RESERVES

These fresh troops enter play along the inner battlements to replace the losses suffered on the outer wall.

Heroes of the Deeping Wall

At the start of turn 10, the surviving Heroes from the 'Deeping Wall' game enter play from anywhere along the Deeping Wall board edge. It is important to note that they cannot charge in the turn that they appear.

Reluctant to Leave

Théoden is a brave warrior and as such, he will not leave the battlements until all hope of defending them is gone. To represent this in the game, Théoden may not move off the battlements until either the gates are destroyed or turn 10, whichever happens first.

➤ ENTERING THE BATTLEFIELD

As Aragorn cannot see any of the enemy at the start of his move, he cannot charge them until next turn.

> *'They've broken through... To the keep!'*
>
> ARAGORN™

WINNING THE GAME

- For the Evil player to win this game the Uruk-hai must kill King Théoden or Aragorn.
- The Good player wins if, at the start of the turn, Théoden and Aragorn are in the great hall and there are no Evil models also inside.

Siege Campaign

This Battle Report forms the conclusion of our siege campaign. Richard has the difficult task of repelling Mark's horde of Uruk-hai attackers. Will the defenders hold the fort long enough for Théoden to escape into the keep?

➤ THE BATTLE RAGES

Richard (left) and Mark (right) play the final game in their siege campaign.

Following his victory in the 'Deeping Wall' game, the campaign result is now two wins for Mark and only one for Richard. However, this battle is worth two victories in the campaign. As they have decided that this will be the final game of the campaign, Richard can still win the campaign if he scores a victory here. This will not be easy though, as the previous games have left Haldir dead and Aragorn with no Fate points. Below, Mark and Richard share with us some of their thoughts and plans ahead of playing the game.

Good Side Tactics

Richard – 'My plan was fairly straightforward. In the first ten turns, I would use my archers to deal with the battering ram crew, whilst the rest of my troops dealt with the Uruk-hai coming up the ladders. Up until the retreat, I expected Théoden and Gamling to be particularly useful at repelling the invaders. If I could stop the Uruk-hai getting past the walls, it would make Théoden's retreat to the keep a lot easier – and quicker. Once the remainder of The Fellowship turned up and Théoden began his retreat, I would use Aragorn's free Might to call Heroic Moves. Hopefully this would allow me to escape ahead of the hordes of Uruk-hai.'

▲ *The Good force ready to defend the fortress.*

Evil Side Tactics

Mark – 'In this game I had two major obstacles to overcome. Firstly, I would have to negotiate the walls of Helm's Deep – no mean feat in itself. Next, I would have to defeat at least one powerful Hero – the amount of Might that the Good Heroes have at their disposal is scary! On the plus side, my Uruk-hai Captains, while not being in the same league as Gimli or Aragorn, could return to the board time after time because of the 'Endless Horde' rule. I would be sure to use this to my advantage, firstly by moving the Captains to assault the wall with ladders rather than normal troops, then hopefully by bringing them on behind the wall to quickly engage the Good Heroes.'

▲ *The Evil Uruk-hai force, determined to sack Helm's Deep.*

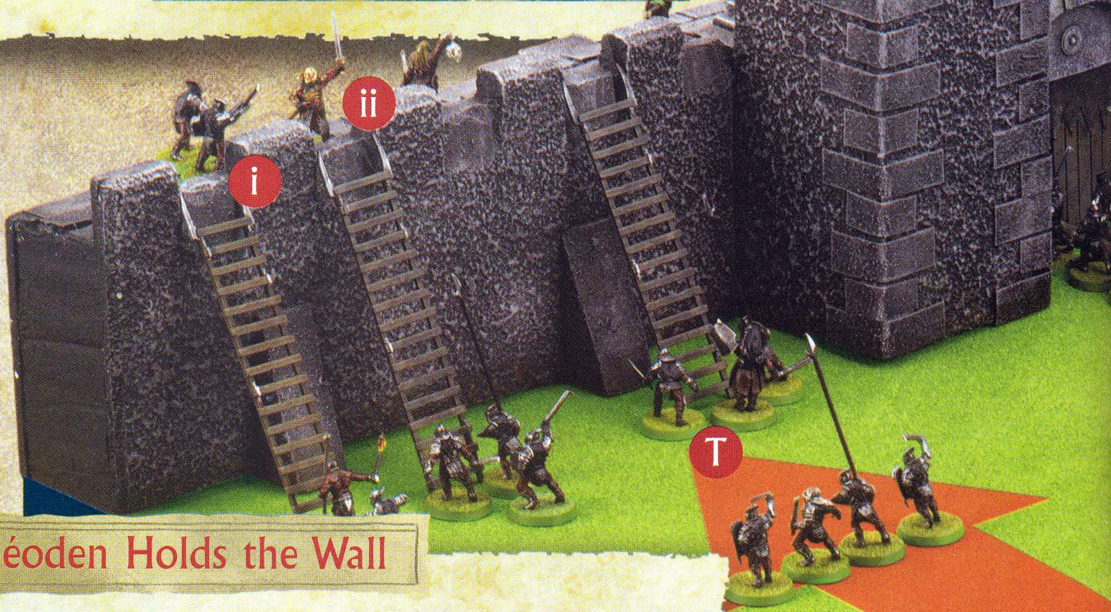
Defend the Gatehouse

Turns 1–8

As the game starts, the Uruk–hai rush forward, trying to get over the walls and breach the gate as quickly as possible. The heroic defenders man the walls.

Deadly Accuracy

i The game starts with Mark's archers opening fire on the battlements. Théoden is forced to dive for cover from the deadly hail of arrows. Once the King has joined the defence of the walls, the archers callously fire into combat, willing to risk the lives of their comrades for a chance to kill Théoden. This gamble pays off, since the arrows glance off the armour of the Uruk-hai, but kill two of the defenders and even inflict a wound on Théoden himself.

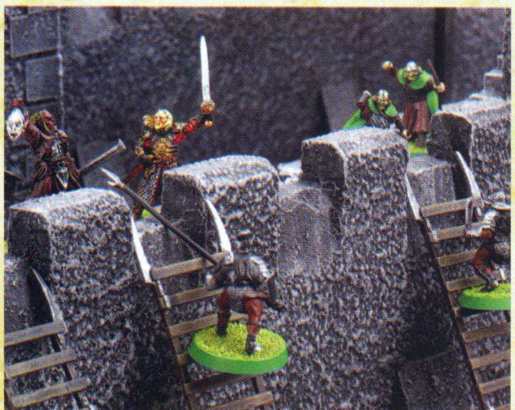


KEY

GOOD SIDE MOVES

EVIL SIDE MOVES

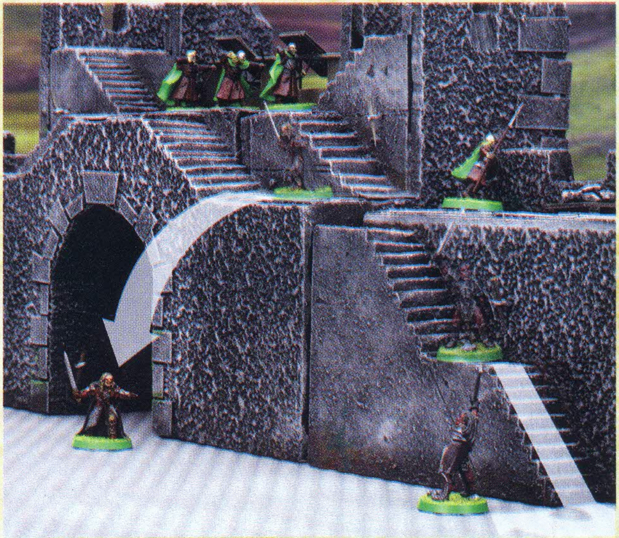
Théoden Holds the Wall

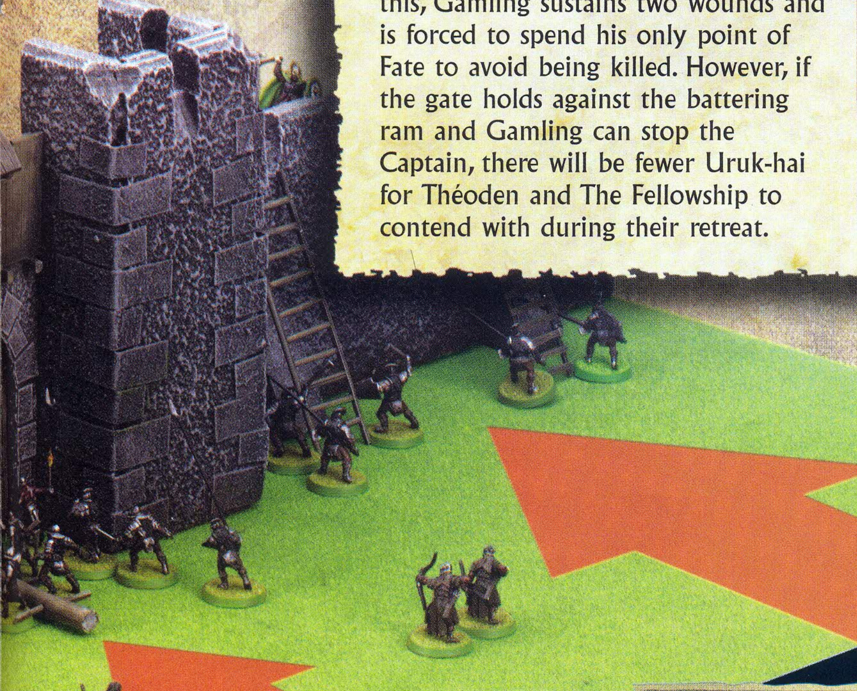


ii With the death of the Rohirrim to one side of the gate, Richard knows that Théoden must single-handedly defend the wall to prevent his escape route from being blocked. Inspired by the bravery of their King, the archers, up until now unsuccessfully shooting at the battering ram crew, abandon their posts and run to Théoden's aid. Although two of them are quickly cut down, the archers hold up the tide of Uruk-hai spilling over the walls long enough to leave Théoden room to escape when the time comes to retreat.

Desperate Gamble

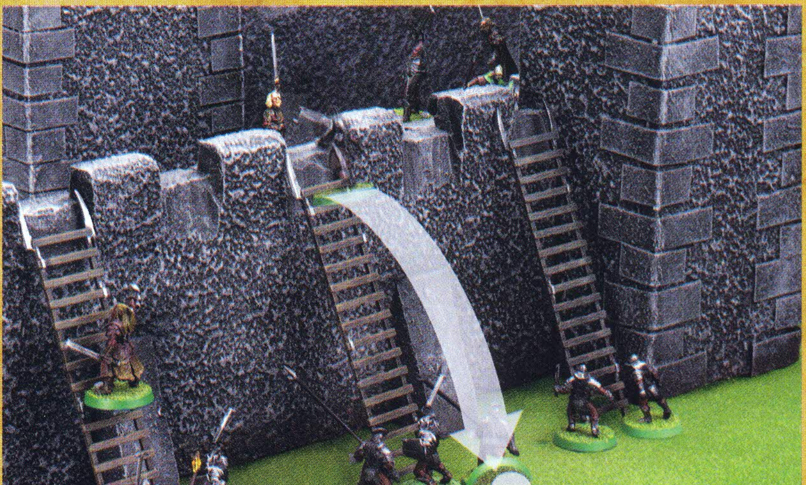
iii Mark sends one of his Captains down the stairs from the battlements, in an attempt to get to the gate and unbar it from the inside (not shown in the main picture). The only way Gamling can intercept the Captain is to leap from the battlements, causing him to land prone and take four Strength 3 hits. From this, Gamling sustains two wounds and is forced to spend his only point of Fate to avoid being killed. However, if the gate holds against the battering ram and Gamling can stop the Captain, there will be fewer Uruk-hai for Théoden and The Fellowship to contend with during their retreat.





Twist of Fate

T *Mark* – 'When one of my Uruk-hai Captains fell from the walls, I chose not to spend his Fate point, meaning the Captain was killed by the wounds sustained in the fall. My reasoning behind this was that the 'Endless Horde' rule meant the Captain could now return from the table edge with his expended points of Might restored. I thought this would come in useful to make sure of killing an opponent when attacking the wall, and therefore to be able to move over onto the battlements.'



The Retreat Begins

Turns 9–10

The remains of The Fellowship arrive from the Deeping Wall as Théoden begins to fall back, and together they start to fight their way to the safety of the keep.

The Heroes Arrive

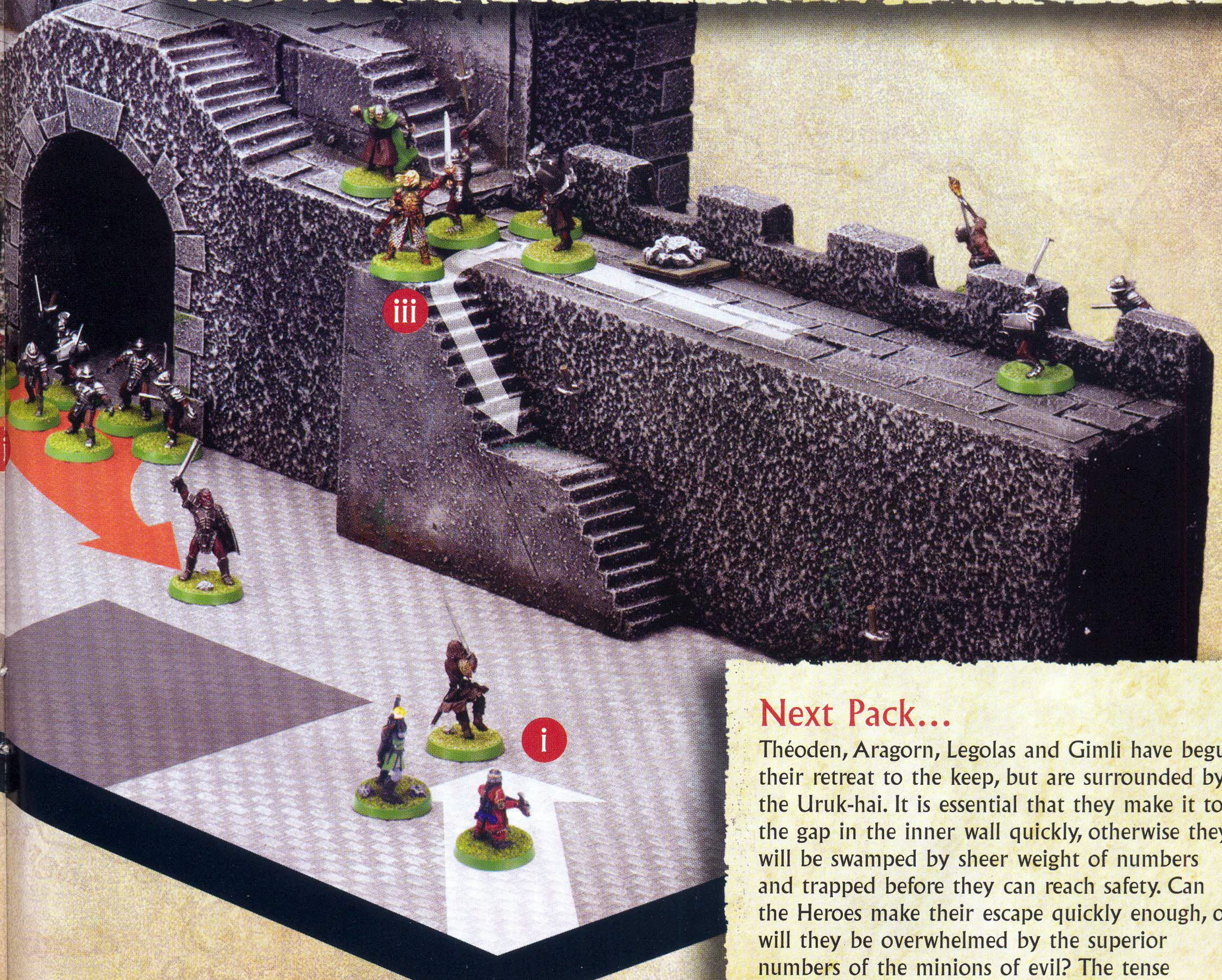
i Turn 10 heralds the arrival of Aragorn, Legolas and Gimli, and the start of Théoden's retreat from the walls. Richard brings Legolas and Gimli on near the centre of the board edge. He hopes this will keep the path clear for the retreating King, since any Uruk-hai killed from now on will enter from the same board edge. Aragorn meanwhile, runs to the aid of the King.

The Gate Falls

ii In a desperate, single-handed attempt to prevent the gate being opened, Gamling manages to force the Uruk-hai Captain back from the gateway, but fails to kill him. The next turn, the gate finally gives way to the onslaught of the battering ram team. Knowing that the gateway is too wide for Gamling to defend alone, Richard charges him into the onrushing attackers in an attempt to kill as many as possible. However, trapped by the Captain behind him, Gamling is overwhelmed and, with no points of Fate left, is slain.

The King's Retreat

iii With the Uruk-hai having breached the gate and taken the walls, Richard knows it is essential to get Théoden off the walls and into the protection of The Fellowship as quickly as possible. The King slays the Uruk-hai blocking his path on the stairs and with the Good side winning priority in the following turn, Richard moves him down the stairs to meet up with Aragorn. He hopes that this will improve his chances of survival.



Next Pack...

Théoden, Aragorn, Legolas and Gimli have begun their retreat to the keep, but are surrounded by the Uruk-hai. It is essential that they make it to the gap in the inner wall quickly, otherwise they will be swamped by sheer weight of numbers and trapped before they can reach safety. Can the Heroes make their escape quickly enough, or will they be overwhelmed by the superior numbers of the minions of evil? The tense conclusion to this Battle Report will be in the next *Battle Games in Middle-earth*.

Uruk-hai Berserker™

Crazed with battle lust, these frenzied warriors cover themselves in the blood of their victims before charging into combat. Here we show you how to paint this fearsome Uruk-hai Berserker and all its gory detail.

Fiercer even than other Uruk-hai, the Berserker is drenched in blood, the smell of which drives him into a frenzy. These fearless warriors are usually the first to assault the enemy, heedless of any wounds they take. This model can be painted in exactly the same manner as the rest of your Uruk-hai models as shown in previous Packs. Here, however, we show you how to paint this model concentrating on techniques that make him stand out from the rest – the well-defined muscles, the blood and the White Hand of Saruman. You may even wish to go back and repaint your other Uruk-hai in this manner.

◄ FEARSOME VISAGE
This warrior is a horror to behold on the battlefield.

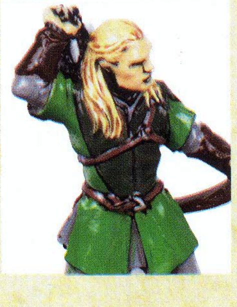
PAINTING ESSENTIALS

PAINTS REQUIRED

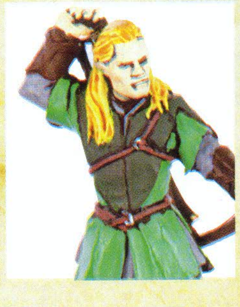
CHAOS BLACK
BOLTGUN METAL
BLACK INK
BROWN INK
TIN BITZ
DARK FLESH
ELF FLESH
SKULL WHITE
RED GORE
RED INK

Varnishes

A varnish is a clear protective coat that helps your models survive the rigours of gaming with their paint still intact. There are two types of varnish available – gloss, which has a shiny finish that appears wet even when dry, and matt, which has a more realistic, dull-looking finish. Varnishes can take a long time to dry and special solutions may be needed to clean your brushes after use. Always follow the instructions provided. Varnishes are available from most hobby stores and art suppliers.



◄ *This model has been given a coat of gloss varnish.*

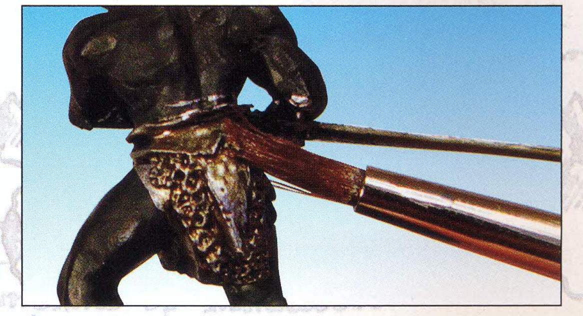


► *Matt varnish has been used to protect this model.*

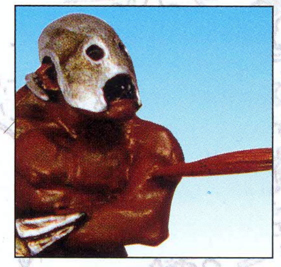
Painting Your Miniatures

1 Armour and Clothes

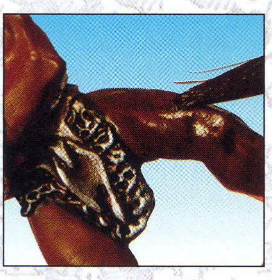
After the model has been undercoated with black, the armour, sword and helmet can be painted like the rest of your Uruk-hai armour and weapons with Boltgun Metal. Try using inks instead of paints to make the armour wash. Black and Brown inks mixed together, along with a little Tin Bitz paint added, creates a suitably dirty and rusty-looking wash.



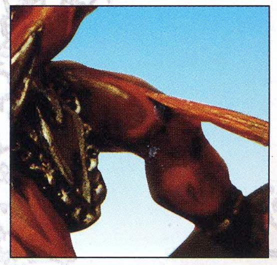
◄ Add more water to the mix if necessary to make the wash run smoothly into the cracks.



▲ A flat coat of Dark Flesh is a nice base colour for Uruk–hai skin.



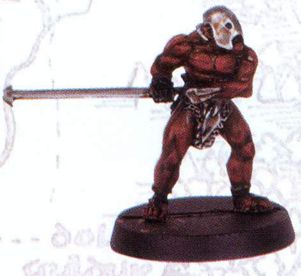
▲ A wash with Brown ink provides the shading for the flesh.



▲ Use a lighter flesh tone to define the edges of the muscles.

2 Uruk-hai Flesh

The Berserker's flesh can be painted using the same method as for all your other Uruk-hai models or, alternatively, you can try this new method. First, paint all the skin areas with Dark Flesh. Then, apply Brown ink to create the shading. Next, reset the base colour with Dark Flesh. Finally, mix a little Elf Flesh with the Dark Flesh to create a lighter Uruk-hai flesh tone and then pick out all the raised edges of muscle with it.

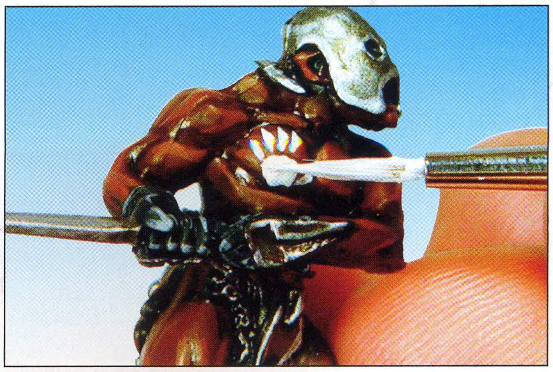


▲ Once the model's flesh has been painted, the other details can be added.

3 Other Details

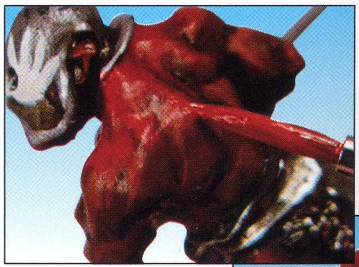
Once you have painted the boots and gloves black, you can add the extra detail of a White Hand to make the model really stand out. A White Hand can be painted with Skull White onto the helmet or chest, using the same technique that you used on Lurtz in Pack 5.

► Use your finest brush to paint the fingers and palm of the White Hand.

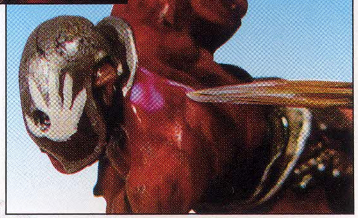


4 Painting Blood

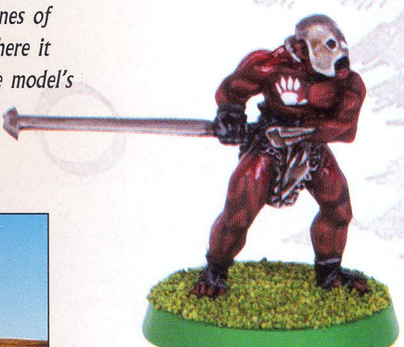
With the following technique, you can paint the blood that drenches the Berserker and make it look realistic and wet. First, mix Red Gore with a little Red ink and paint this onto the tops of the shoulders and thighs where the blood has dripped. To make the blood look wet you can use varnishes. First, give the whole model a coat of matt varnish and leave to dry. Next, paint gloss varnish over the areas of blood. When dry, the blood will appear shiny and wet.



◄ Paint short lines of blood to show where it has run down the model's shoulders.



► Carefully, paint gloss varnish over the matt varnish to make the blood look shiny and wet.



▲ Once based, your model is ready to join the assault on Helm's Deep.

The Fortress Keep

The keep is at the heart of any stronghold, and is often the last line of defence. Within its walls lies not only the quarters of the Lord of the castle, but also sanctuary when all else seems lost. Here, we look at building a keep in the style of the great hall of Helm's Deep.

All castles have a keep – an inner, fortified building containing the great hall. The keep of Helm's Deep is embedded into the rock face of the Hornrock mountain. Here we show you how to make a generic castle keep that stands alone, yet is still reminiscent of the great hall of Helm's Deep. In this Modelling Workshop you will learn how to create a building with an interior, so that you can move models around inside it during your Battle Games.

◄ FLIGHT TO THE KEEP!
The Rohirrim retreat back to the steps of the keep.

YOU WILL NEED

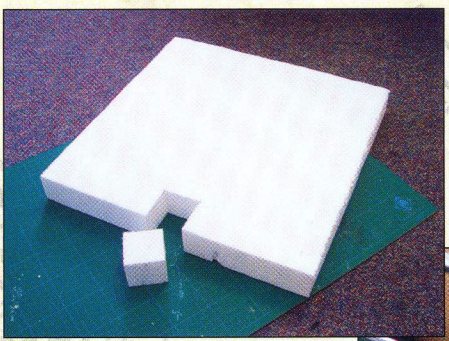
- 5CM / 2" THICK POLYSTYRENE SHEET
- HOT WIRE CUTTER
- PVA GLUE
- POLYSTYRENE CEILING TILE
- THIN CARD OR CEREAL PACKET
- 2CM / 1" THICK STYRENE SHEET
- FOAM CARD SHEET
- CRAFT KNIFE AND STEEL RULER
- PEN OR PENCIL
- 20MM WOODEN DOWEL
- JUNIOR HACKSAW
- MOUNTING BOARD
- MASKING TAPE
- BALSA WOOD ROD AND SHEET
- BAMBOO BARBECUE SKEWERS
- MODELLING WIRE
- PLAIN PAPER
- TEXTURED PAINT
- CHAOS BLACK, CODEX GREY, FORTRESS GREY, BROWN INK, GREEN INK, GRAVEYARD EARTH, KOMMANDO KHAKI AND BOLTGUN METAL ACRYLIC PAINTS

The Foundations

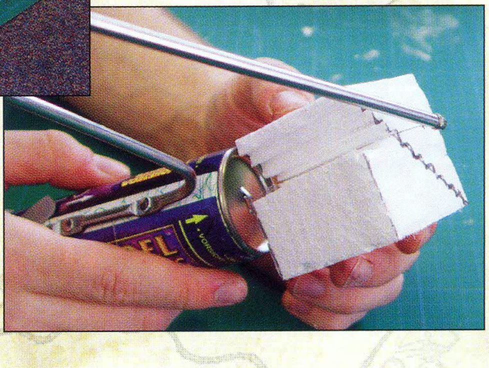
① The Platform

The keep is raised on a stone platform, with steps leading up to its imposing doors. We will make the foundations separately from the keep itself, so that they may be used individually or combined as you wish.

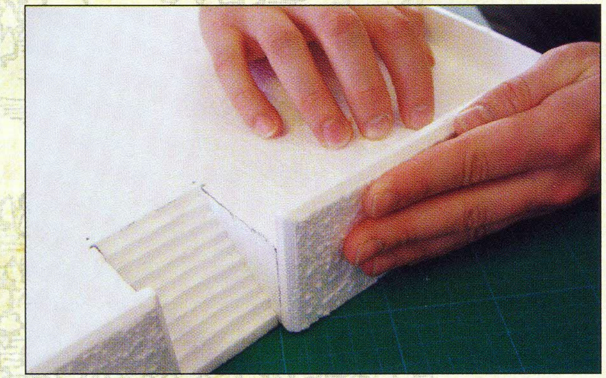
The basic platform is simply a square cut from a sheet of 5cm/2" thick polystyrene. We chose to make the platform 40cm/16" square, to make an impressive base for our keep. From the centre of one edge of the polystyrene, you will need to cut a square about 5cm/2" by 5cm/2". Into this polystyrene cube, cut a set of stairs with a hot wire cutter as shown. Once you have the stairs, glue them back into the main platform with PVA glue.



➤ CUTTING THE CUBE
Use a hot wire cutter to cut a cube out of your polystyrene.



➤ THE STEPS
Cut a set of steps out of the cube-shaped section of polystyrene.



➤ DEFENSIVE WALL
Make the wall out of polystyrene ceiling tiles.

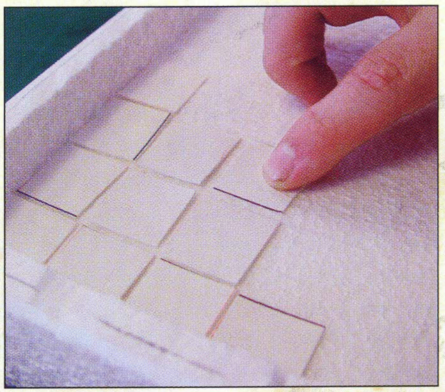
② Defensive Walls

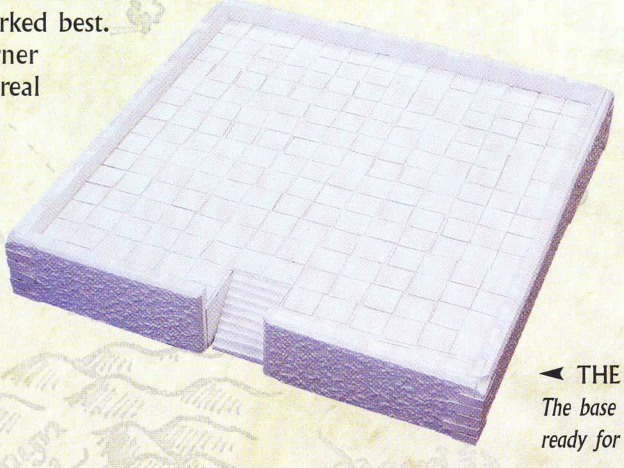
The platform is surrounded by a defensive wall made from thin strips of polystyrene ceiling tile. The tile should extend above the platform, making a 'lip' all around, about 1½cm/½" high, but avoiding the steps. Ensure that the bevelled edge of the tile is pointing upwards. Next, cut narrower strips of ceiling tile and glue them to back of the lip, making the walls double thickness in exactly the same way as for the tower battlements in Pack 28.

③ Tiling the Floor

To finish off the foundations, glue some card tiles over the top surface. We found that 2cm/1" square tiles worked best. Finally, make some card corner bricks from thin card or cereal packet to cover the gaps in your ceiling tile walls, just as you did for the towers in Pack 28 and the Gatehouse in Pack 29.

➤ SQUARE FLOOR TILES
Square flagstones are quick and easy to add, but really enhance the model.





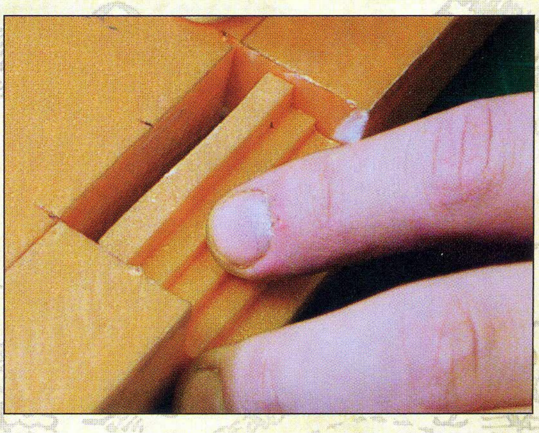
➤ THE FOUNDATIONS
The base of your keep is ready for painting.

The Great Hall

❶ The Base

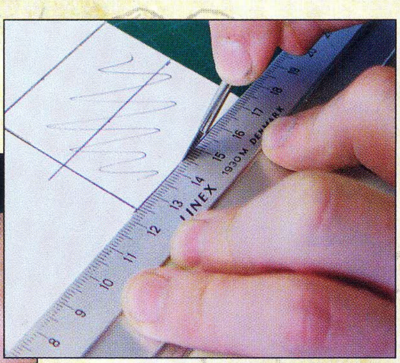
Cut a 30cm/12" by 30cm/12" square from a sheet of 2cm/1" thick styrene to serve as the base. Draw around this square onto some more styrene and cut out a second square to form the roof. Put this aside for later. From the centre of one edge of the first square, cut a rectangle about 5cm/2" wide by 2cm/1" deep. Turn the block that you cut away into a set of steps in the same way that you did for the foundation platform. Glue the steps back into the gap they came from.

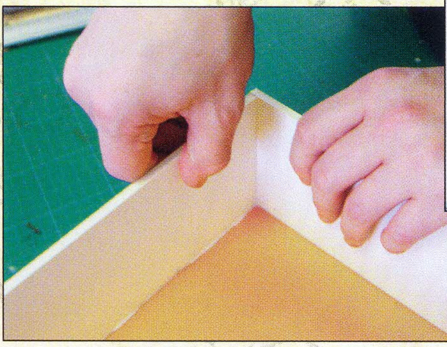
NB. Styrene is usually pink, not orange, but the exact colour makes no difference.



◄ STYRENE STEPS
These steps are made in the same way as the ones for the foundations, but are smaller.

► CUTTING THE DOORWAY
The doorway is cut from the centre of one of the foam card walls.





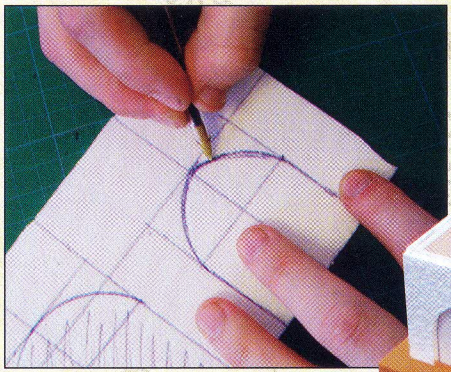
◄ ASSEMBLING THE WALLS
Use PVA to stick the walls together to construct the square room.

❷ The Walls

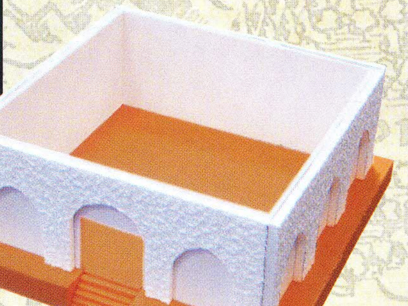
Cut four identical, rectangular sections from a sheet of foam card, each measuring roughly 25cm/10" by 10cm/4". These will form the basis of the four walls of the keep. One of these pieces will be the front, so it will need a doorway cutting out of it. Cut a square doorway measuring about 5cm/2" by 5cm/2" into the middle of the front wall. Keep the part that you cut out, as this will be useful later for getting the measurements of the doors right. Finally, glue the sections onto the styrene base in a square arrangement, so that the door lines up with the steps.

❸ Covering the Walls

Cut four pieces of polystyrene ceiling tile the same size as your foam card walls. These will cover the walls and add detail. Each section needs to have three equal-sized archways cut into it. The easiest way to do this is to cut out one and then draw around it for all the others. Choose one section to be the front wall. Extend the size of the central arch on this wall so that it comfortably frames the doorway – ours measures approximately 6cm/2½" wide by 8cm/3" tall. Cut all the arches out of the ceiling tile sections with a hot wire cutter, before gluing them to the outside of the foam card walls.



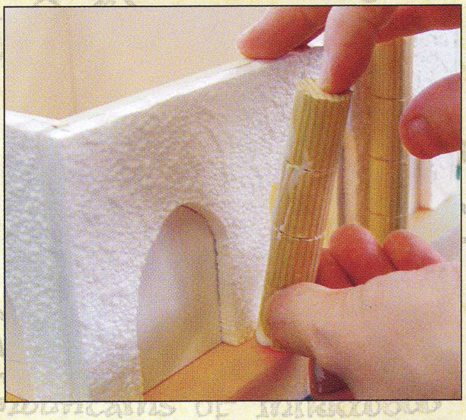
◄ MARKING OUT THE ARCHES
Carefully draw the arches that will adorn the outer walls.



► THE HALL TAKES SHAPE
The great hall with the walls, arches and base assembled.

4 The Pillars

Between each archway on the outside of the great hall will be a large pillar. These are made in the same way as the dowel half-pillars from Pack 12's hilltop ruin. Cut eight sections of wooden dowel the same height as your walls. With a junior hacksaw, score three or four grooves into their surface, equidistant from each other. This gives the impression that each pillar is made up of several cylindrical stones. Use PVA glue to stick these pillars into position between the archways.



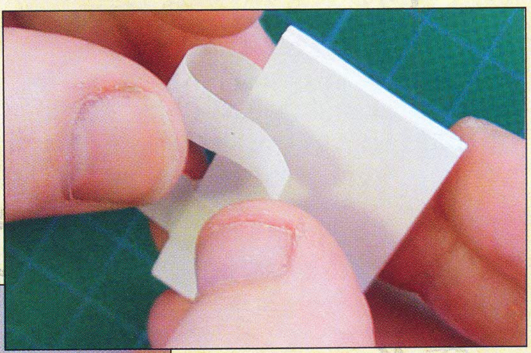
➤ STICKING THE PILLARS
Once you've made your pillars, use PVA glue to stick them between the arches.

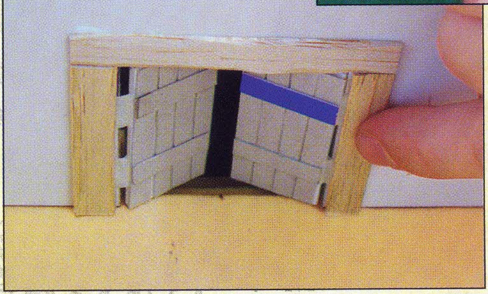
5 Adding the Doors

The doors are made in the same way as the gate from Pack 29's Gatehouse. They are made from a piece of stiff card or mounting board. Draw around the square piece of foam card that you saved from Step 2 to get them roughly the right size. Cut off a bit extra all round the card to allow for them to fit into the doorway and swing open on the hinges. The hinges are constructed using folded strips of masking tape in the usual way.
Finally, cover both sides of the doors with strips of thin card to represent planks.

Using some thin pieces of balsa wood, construct a door frame for the inside of the doorway. Glue the masking tape hinges of the door to the inside wall, before using the wooden door frame to secure them in place and hide the tape. Finally, to make the doors open inwards instead of outwards, glue batons of balsa wood to the outside, just as you did for last Pack's castle gate.

➤ MAKING HINGES
The door hinges are made from folded pieces of masking tape.



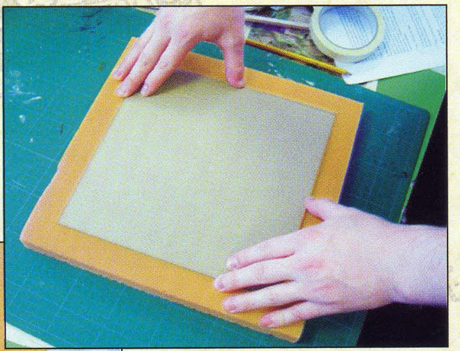


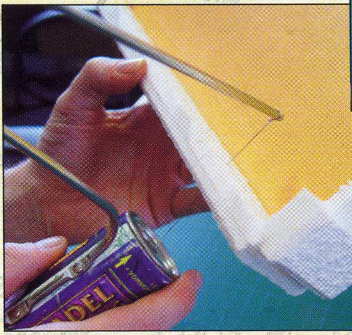
➤ THE DOOR FRAME
Sandwich the tape hinges between the wall and a balsa wood door frame.

6 The Roof

This hall will have a removable roof, so it is practical to use in your Battle Games. Take the large styrene square that you cut out earlier. This will form the basis of the roof. Stick a square of thick card or foam card to the underside of it. This square will be just under 28cm/11" by 28cm/11", as it needs to fit snugly inside the walls of your hall and will prevent the roof from sliding around when it is in place. On the top of the roof, construct battlements using strips of polystyrene ceiling tile. These can be made double thickness in exactly the same way as the walls around the foundation platform, but will need to be about 3cm/1¼" high above the roof level. Once these are dry, use a hot wire cutter to create embrasures all around, forming crenellated walls. Cover up the corners with card bricks as usual, to hide any rough joins.

➤ THE CARD SQUARE
A square of thick card will make the roof fit securely.





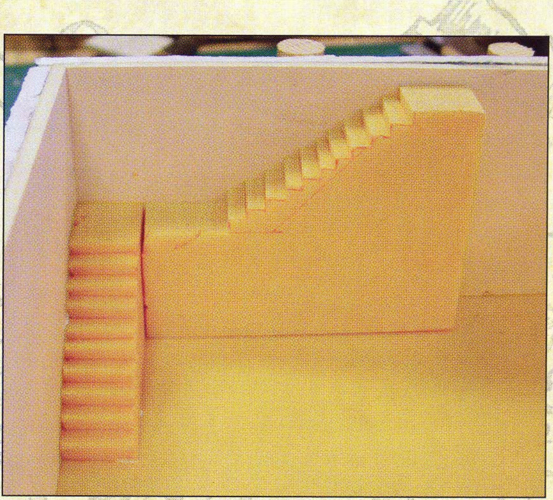
➤ THE CRENELLATIONS
Use a hot wire cutter to make the battlements.

Interior Details

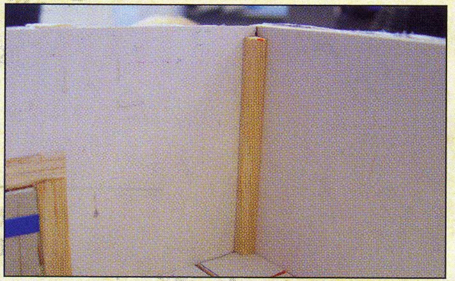
1 The Stairway

Here we give you a few ideas on how to add details to this large room, to bring an extra dimension to your Battle Games.

Models will need some way of reaching the roof to man the battlements. Simply construct a set of stairs from styrene in the same way as the castle wall stairs from Pack 28's Modelling Workshop. The stairs should have a landing at roughly the halfway point for convenience during games and should end just before the top of the walls so that they don't prevent the roof from fitting properly.



◄ THE STAIRWAY
A flight of stairs is easy to make from a piece of styrene.



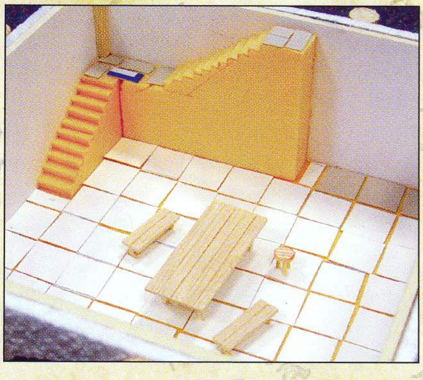
► CORNER STRUTS
These large supporting beams look effective and will add strength to the model.

2 The Floor and Walls

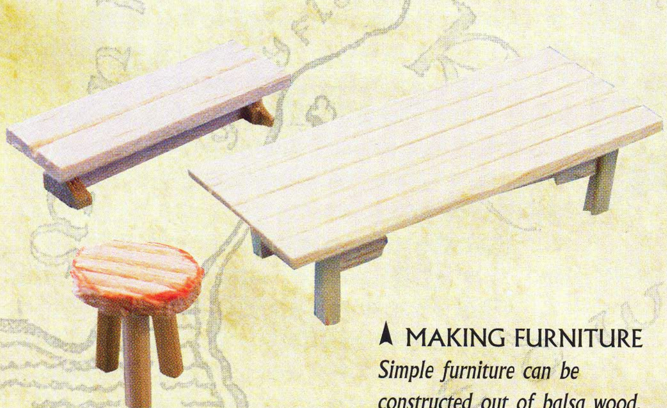
Begin the detailing by adding square flagstones to the floor of the chamber, just as you did for the foundation platform. The look of the walls can be improved no end by adding a few torches, as in Packs 25, 28 and 29, as well as balsa wood support struts in the corners, as in Pack 25's sewer sections.

3 Furniture

Tables, benches and stools are quite simple to make, adding a sophisticated level of detail to your model. A table is basically made of a rectangular piece of balsa wood strip, scored with a pencil to look as though it is planked. On the underside of this, add four legs made of square balsa wood rod. Benches are essentially small tables, about half the height. Stools are similar but much smaller. A small, circular piece of balsa wood with three bamboo skewer legs will make an effective stool.



◄ THE DETAILED INTERIOR
The interior with the furniture added.



▲ MAKING FURNITURE
Simple furniture can be constructed out of balsa wood.

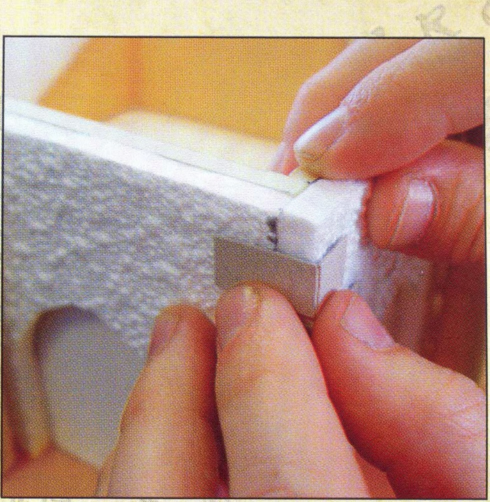
RECAP

We have included several barrels and crates in our great hall to represent some of the collected food stocks built up by the defending army. Full details for making these additional details can be found in Pack 13's Modelling Workshop.

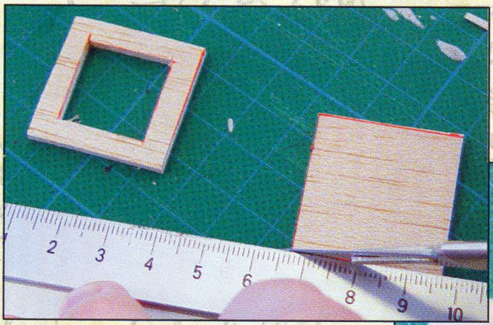
Exterior Details

1 Stonework

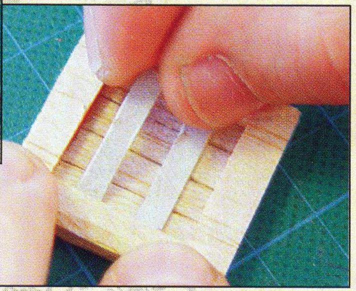
The first thing to do is add corner stones to the building in the same way that you did for the towers in Pack 28. Next, cover the top of the roof with square card tiles, each about 2cm/1" by 2cm/1". Additionally, you could add two torches to sit in the arches on either side of the door. You may find it easier to glue these into position after the model has been textured. As a final touch, you could add a Rohan shield above the door like that on Pack 29's Gatehouse, although this will make the building less generic and more specifically Rohirrim.



◄ ADDING CORNER BRICKS
Corner bricks will cover up any rough cuts before you paint the model.



◄ WOODEN TRAPDOOR
Cut the components for the trapdoor from a thin sheet of balsa wood.



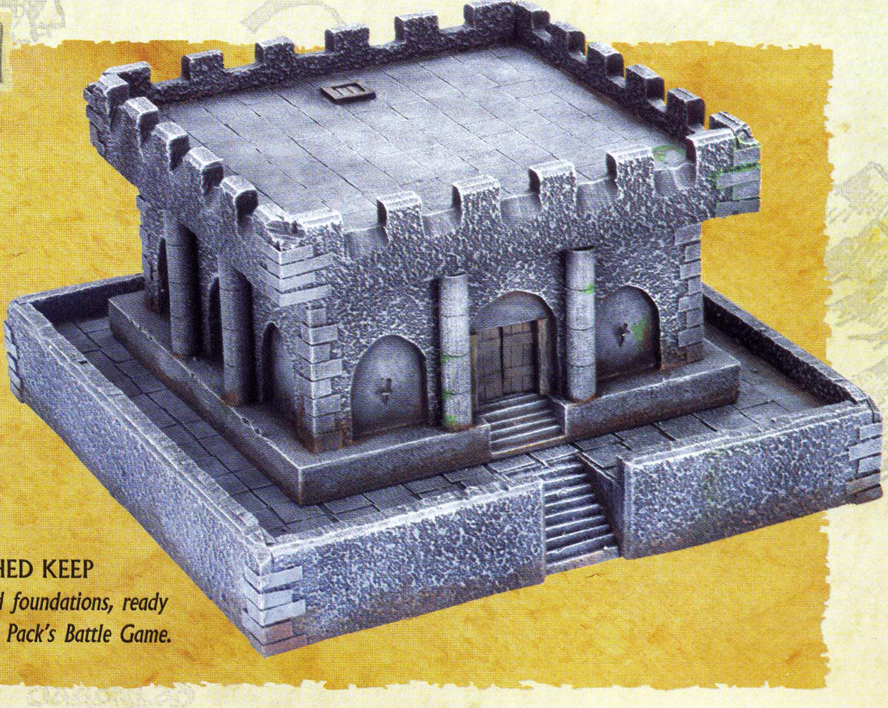
► CARD STRIPS
The crossbeams can be made from strips of thin card.

2 The Trapdoor

To make a simple trapdoor for the roof, cut out two squares from a sheet of balsa wood, each about 3cm/1½" by 3cm/1½". Cut the middle out of one of the squares to provide a frame for the other. Score lines into the solid square with a pencil to represent planking, then glue the frame onto the top. You might like to score grooves into the corners of the frame so it looks as though it is made of four separate pieces of wood. Finally, two narrow strips of thin card stuck to the trapdoor will finish it off.

PAINTING THE MODEL

All of the areas that are not wooden – including the interior – need to be given a coat of textured paint. The whole model then needs to be undercoated with Chaos Black paint before being painted. The stone areas are painted in exactly the same way as the walls, towers and gatehouse from previous Packs. The table, stools and other wooden details are dry-brushed first with Graveyard Earth and then lightly with Kommando Khaki. Any small metal details can be painted Boltgun Metal to finish off.

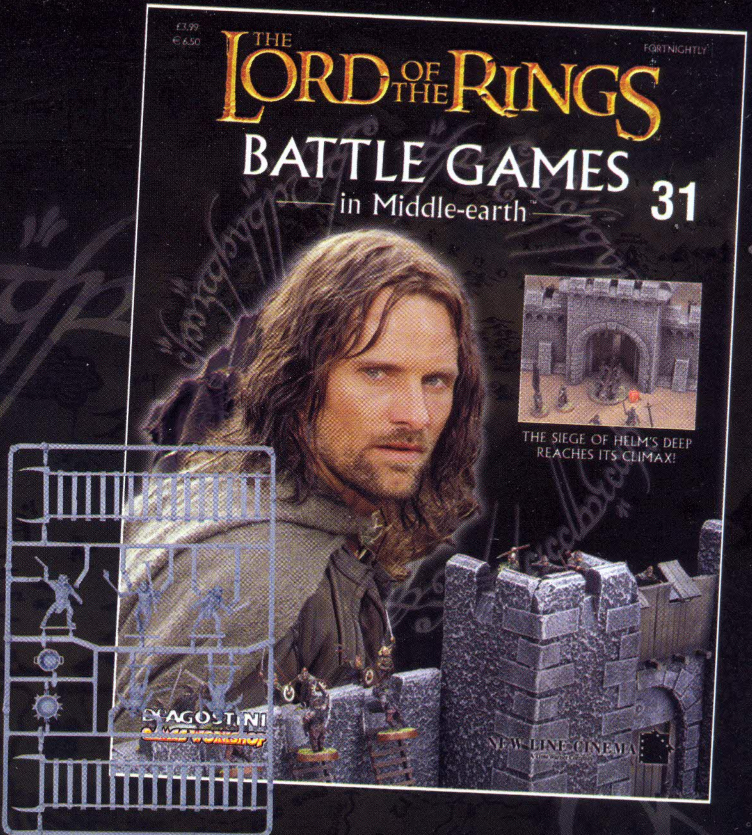


► THE FINISHED KEEP
The great hall and foundations, ready to be used in this Pack's Battle Game.

IN YOUR NEXT GAMING PACK...

Saruman's army pursues the King of Rohan!

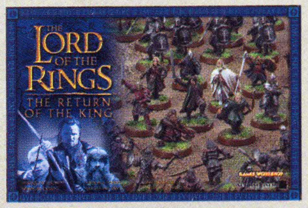
- Learn the rules for siege weapons
- In the conclusion of our Battle Report, can Théoden lead his warriors to victory?
- Learn new techniques to improve the look of your Uruk-hai models
- Complete your castle model with a mighty tower
- PLUS: More plastic Uruk-hai Siege Troops

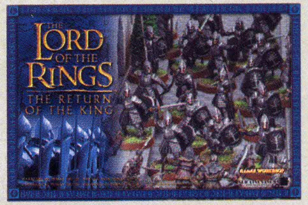

£3.99
€6.50
FORTNIGHTLY
THE LORD OF THE RINGS
BATTLE GAMES
in Middle-earth
31
THE SIEGE OF HELM'S DEEP REACHES ITS CLIMAX!
DeAGOSTINI
GAMES WORKSHOP
NEW LINE CINEMA

THE LORD OF THE RINGS
THE RETURN OF THE KING

Battle Games in Middle-earth is just one part of *The Lord of The Rings* tabletop gaming hobby. Pictured below are just a few items from the extensive and ever-growing range.

THE LORD OF THE RINGS
THE RETURN OF THE KING
BATTLE GAMES IN THE WORLD OF MIDDLE-EARTH
RECREATE THE EPIC CLASHES OF THE WAR OF THE RING
GAMES WORKSHOP


THE LORD OF THE RINGS
THE RETURN OF THE KING
GAMES WORKSHOP


THE LORD OF THE RINGS
THE RETURN OF THE KING
GAMES WORKSHOP

For more information ring 0115 91 40000 or visit: www.games-workshop.com

Models supplied with *Battle Games in Middle-earth*™ are not suitable for children under 3 years due to small parts and essential pointed components. Citadel Miniatures are fine scale models designed for gamers and collectors. Retain packaging for future reference. © MMIV New Line Productions, Inc. All Rights Reserved. "The Lord of The Rings" and the characters, items, events and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Contents of future packs may change without notice.

30
9 771476 616040